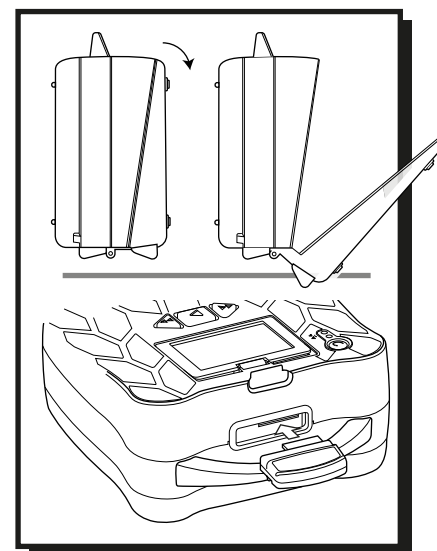
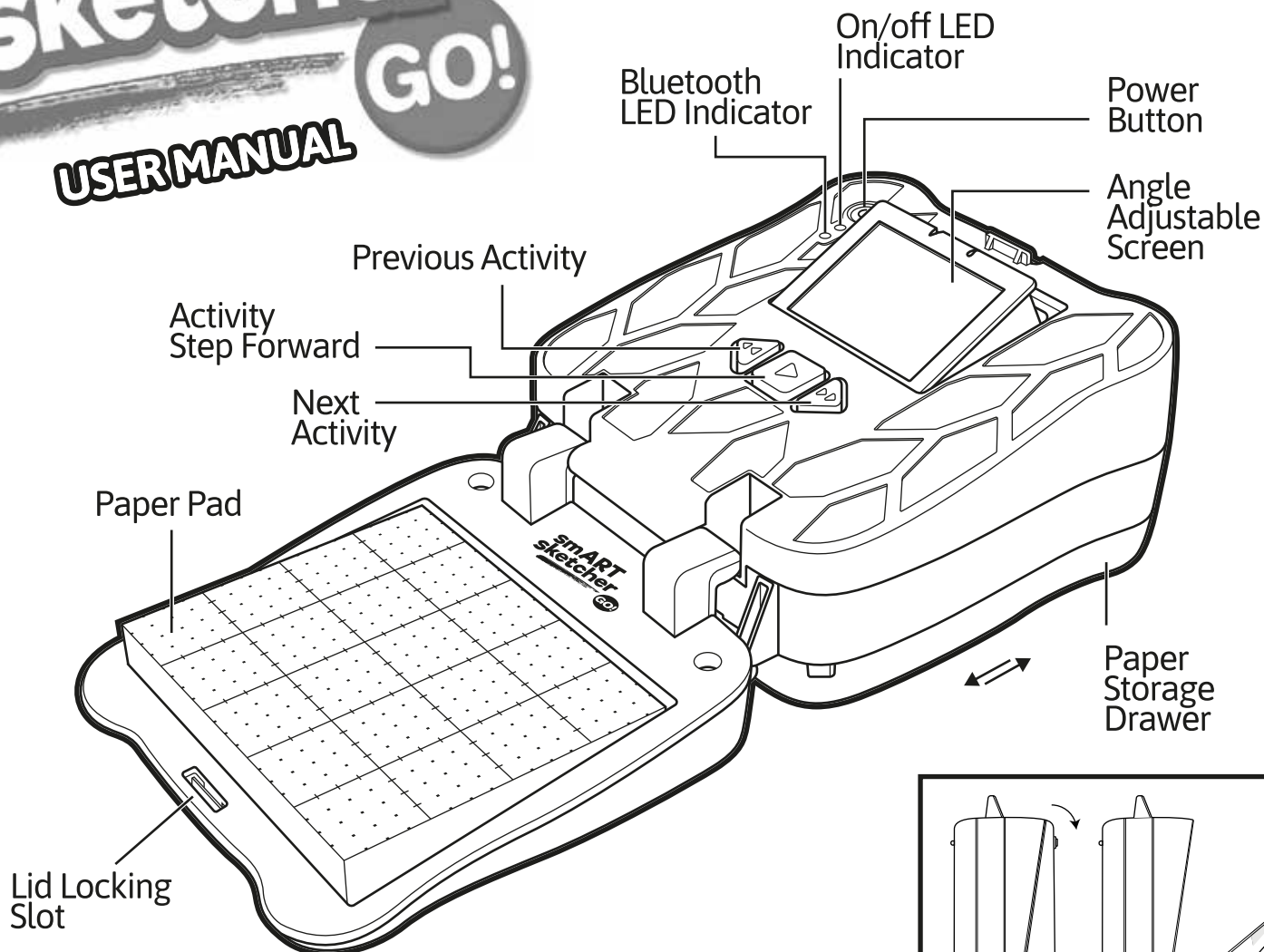


# smART sketcher<sup>®</sup> GO!

## USER MANUAL



### SIMPLE SETUP

1. Slide out the paper storage drawer and remove the pad.
2. Battery Installation: Install 4(four) AA batteries (not included) according to the directions provided below.
3. Slide the storage drawer back in place.
4. Open the unit as shown in drawing and press the paper in place.
5. Insert a pre-loaded activity cartridge into the top of the GO!.
6. Press the power button to turn the unit ON.
7. Adjust the screen angle to get the best view.
8. After 15 minutes with no activity the screen light will automatically turn off.

**For more fun, additional Activity Cartridges and accessories are available at:**  
<https://www.flycatcher.toys/smart-sketcher-go>

**WARNING:**  
**CHOKING HAZARD**-Small parts.  
Not for children under 3 years.

The toy should be periodically examined for potential hazardous parts to be repaired or replaced.

Requires Android 5.01+  
Requires Apple iOS 10+



Please retain this user manual for future reference

## QUICKSTART

1. Download the “smART sketcher GO!” app on your mobile device or tablet.
2. Open the app and enable Bluetooth on your mobile device.
3. If you haven’t registered yet: Click the “I have a smART sketcher GO!” button and follow the instructions to complete the one-time registration process.  
If you have already registered: Click the “Login with Flycatcher ID” link.
4. Once your mobile device is connected to the unit, choose your mode of play:  
Learn to Draw (pre-loaded Activity Cartridge), or Trace Pictures (taken from your own mobile device).
5. Trace Pictures:
  - Click the camera button (you will need to enable permission for access to camera and photos)
  - Select an image from your photos or take your own using the in-app camera.
  - Select a filter.
  - Drag the slider button to adjust darkness.
  - Press the “check” button to transfer the image to the smART sketcher GO!.
  - Begin tracing on paper.
6. Learn to Draw:
  - Insert the Activity Cartridge that came with your device or any smART Sketcher 2.0 Activity Cartridge (purchased separately) into the top of the unit.
  - The app will display the loaded content.
  - Scroll to find the image you want to draw and select it.
  - The image will be displayed on the smART sketcher GO! screen.
  - Begin drawing!

## SAFETY INFORMATION

### BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

Non-rechargeable batteries are not to be recharged.

Rechargeable batteries are to be removed from the toy before being charged.

Rechargeable batteries are only to be charged under adult supervision.

Do not mix alkaline, standard (carbon-zinc), or

rechargeable (nickel-cadmium) batteries.

Do not mix old and new batteries.

Only batteries of the same or equivalent types as recommended to be used.

Batteries are to be inserted with correct polarity.

Exhausted batteries are to be removed from the product.

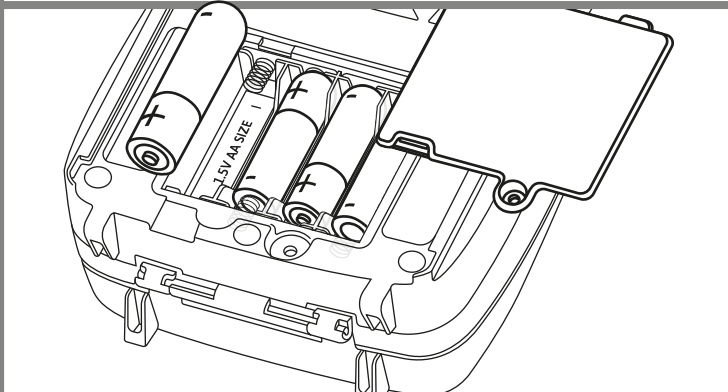
The supply terminals are not to be short circuited.

Dispose of battery(ies) safely.

Do not dispose of this product in a fire.

### BATTERY INSTALLATION

To insert or change the batteries, twist the screw counter-clockwise to loosen. Remove old batteries and insert 4 x AA batteries with the correct polarity. Replace the screw and twist clockwise to close.



### RADIO STATEMENT

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device

#### Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



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For more detailed instructions, questions or problems, please visit <https://www.flycatcher.toys/smart-sketcher-go>

Manufactured by:  
Flycatcher Inc.  
59 East 54th street  
New York, NY 10022  
[support@flycatcherapps.com](mailto:support@flycatcherapps.com)